Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	3527	switch with configuration with system	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2005/02/16 17:56
L2	19621	configuration adj information	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2005/02/16 17:56
L3	438	1 and 2	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2005/02/16 17:56
L4	216775	node	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2005/02/16 17:57
L5	54074	controller same disk	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2005/02/16 17:57
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L9	17	7 and 8	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2005/02/16 18:03
L10	299347	(storage adj system) or (disk adj array) or DASD or (storage adj network) or NAS or SAN or (storage adj area adj network) or RAID or (redundant adj array adj2 independent adj disk?)	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2005/02/16 18:08
L11	2366	10 and 4 and 5	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2005/02/16 18:05
L12	62	1 and 11	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2005/02/16 18:06
L13	26	2 and 12	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2005/02/16 18:06

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L14	7	8 and 13	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2005/02/16 18:06
L15	11	8 and 12	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2005/02/16 18:07
L16	37999	(storage adj system) or (disk adj array.ab.) or (storage adj network.ab.) or NAS.ab. or SAN.ab. or (storage adj area adj network.ab.)	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2005/02/16 18:09
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L20	6451	(system near5 configuration) with (changed or changes or change or changing)	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2005/02/16 18:28
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L28	16904	first adj node	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2005/02/16 18:29
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L42	1576	709/220.ccls.	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	OFF	2005/02/16 18:46
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[Abstract] [PDF Full-Text (5456 KB)] IEEE JNI

# 2 New products

Communications Magazine, IEEE , Volume: 24 , Issue: 8 , Aug 1986 Pages:49 - 50

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# 3 The Architecture of an Integrated Local Network

Leach, P.; Levine, P.; Douros, B.; Hamilton, J.; Nelson, D.; Stumpf, B.; Selected Areas in Communications, IEEE Journal on, Volume: 1, Issue: 5, Nc Pages:842 - 857

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Ying-Yu Tzou; Shih-Liang Jung; Hsin-Chung Yeh;

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#### 42 The state-of-the-art of power electronics in Japan

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# 44 Bias in disk drive rotary actuators: characterization, prediction, and compensation

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Highly available systems for database applications

Won Kim March 1984

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ACM Computing Surveys (CSUR), Volume 16 Issue 1

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As users entrust more and more of their applications to computer systems, the need for systems that are continuously operational (24 hours per day) has become even greater. This paper presents a survey and analysis of representative architectures and techniques that have been developed for constructing highly available systems for database applications. It then proposes a design of a distributed software subsystem that can serve as a unified framework for constructing database applica ...

Features: Storage Systems: Not Just a Bunch of Disks Anymore

June 2003 Queue, Volume 1 Issue 4

Full text available: pdf(1.29 MB) Additional Information: full citation, index terms

Interposed request routing for scalable network storage February 2002 ACM Transactions on Computer Systems (TOCS), Volume 20 Issue 1

Full text available: pdf(363.12 KB)

Additional Information: full citation, abstract, references, index terms, review

This paper explores interposed request routing in Slice, a new storage system architecture for high-speed networks incorporating network-attached block storage. Slice interposes a request switching filter---called a µproxy---along each client's network path to the storage service (e.g., in a network adapter or switch). The uproxy intercepts request traffic and distributes it across a server ensemble. We propose request routing schemes for I/O and file service traffic, and explore th ...

Keywords: Content switch, file server, network file system, network storage, request redirection, service virtualization

A highly available scalable ITV system

M. N. Nelson, M. Linton, S. Owicki

December 1995 ACM SIGOPS Operating Systems Review, Proceedings of the fifteenth ACM symposium on Operating systems principles, Volume 29 Issue 5

Full text available: pdf(1.64 MB)

Additional Information: full citation, references, citings, index terms

Petal: distributed virtual disks

Edward K. Lee, Chandramohan A. Thekkath

September 1996 Proceedings of the seventh international conference on Architectural support for programming languages and operating systems, Volume 31, 30

Issue 9,5

Full text available: pdf(1.10 MB)

Additional Information: full citation, abstract, references, citings, index terms

The ideal storage system is globally accessible, always available, provides unlimited performance and capacity for a large number of clients, and requires no management. This paper describes the design, implementation, and performance of Petal, a system that

attempts to approximate this ideal in practice through a novel combination of features. Petal consists of a collection of network-connected servers that cooperatively manage a pool of physical disks. To a Petal client, this collection appear ...

# File system usage in Windows NT 4.0

Werner Vogels

December 1999 ACM SIGOPS Operating Systems Review, Proceedings of the seventeenth ACM symposium on Operating systems principles, Volume 33 Issue 5

Full text available: pdf(1.75 MB)

Additional Information: full citation, abstract, references, citings, index terms

We have performed a study of the usage of the Windows NT File System through long-term kernel tracing. Our goal was to provide a new data point with respect to the 1985 and 1991 trace-based File System studies, to investigate the usage details of the Windows NT file system architecture, and to study the overall statistical behavior of the usage data. In this paper we report on these issues through a detailed comparison with the older traces, through details on the operational characteristics and ...

### 7 Run-time adaptation in river

Remzi H. Arpaci-Dusseau

February 2003 ACM Transactions on Computer Systems (TOCS), Volume 21 Issue 1

Full text available: pdf(849.04 KB)

Additional Information: full citation, abstract, references, index terms

We present the design, implementation, and evaluation of run-time adaptation within the River dataflow programming environment. The goal of the River system is to provide adaptive mechanisms that allow database query-processing applications to cope with performance variations that are common in cluster platforms. We describe the system and its basic mechanisms, and carefully evaluate those mechanisms and their effectiveness. In our analysis, we answer four previously unanswered and important que ...

Keywords: Performance availability, clusters, parallel I/O, performance faults, robust performance, run-time adaptation

# A case for intelligent disks (IDISKs)

Kimberly Keeton, David A. Patterson, Joseph M. Hellerstein September 1998 ACM SIGMOD Record, Volume 27 Issue 3

Full text available: pdf(1.07 MB)

Additional Information: full citation, abstract, citings, index terms

Decision support systems (DSS) and data warehousing workloads comprise an increasing fraction of the database market today. I/O capacity and associated processing requirements for DSS workloads are increasing at a rapid rate, doubling roughly every nine to twelve months [38]. In response to this increasing storage and computational demand, we present a computer architecture for decision support database servers that utilizes "intelligent" disks (IDISKs). IDISKs utilize low-cost ...

# 9 Reliability: Devirtualizable virtual machines enabling general, single-node, online maintenance

David E. Lowell, Yasushi Saito, Eileen J. Samberg

October 2004 Proceedings of the 11th international conference on Architectural support for programming languages and operating systems

Full text available: pdf(174,01 KB)

Additional Information: full citation, abstract, references, index terms

Maintenance is the dominant source of downtime at high availability sites. Unfortunately, the dominant mechanism for reducing this downtime, cluster rolling upgrade, has two shortcomings that have prevented its broad acceptance. First, cluster-style maintenance over many nodes is typically performed a few nodes at a time, mak-ing maintenance slow and often impractical. Second, cluster-style maintenance does not work on single-node systems, despite the fact that their unavailability during mainte ...

Keywords: availability, online maintenance, planned downtime, virtual machines

# 10 Video Storage: System support for providing integrated services from networked multimedia storage servers

Ravi Wijayaratne, A. L. Narasimha Reddy

October 2001 Proceedings of the ninth ACM international conference on Multimedia

Full text available: pdf(227.49 KB)

Additional Information: full citation, abstract, references, index terms

In this paper, we describe our experience in building an integrated multimedia storage system, Prism. Our current Linux-based implementation of Prism provides three levels of service: deadline guarantees for periodic applications, best-effort better response times for interactive applications and starvation-free throughput guarantees for aperiodic applications. Prism separates resource allocation from resource scheduling. Resource

allocation is controlled across the service ...

Keywords: admission control, disk, file systems, multimedia, scheduling

# 11 Random I/O scheduling in online tertiary storage systems

Bruce K. Hillyer, Avi Silberschatz

June 1996 ACM SIGMOD Record, Proceedings of the 1996 ACM SIGMOD international conference on Management of data, Volume 25 Issue 2

Full text available: pdf(1.17 MB)

Additional Information: full citation, abstract, references, citings, index terms

New database applications that require the storage and retrieval of many terabytes of data are reaching the limits for disk-based storage systems, in terms of both cost and scalability. These limits provide a strong incentive for the development of databases that augment disk storage with technologies better suited to large volumes of data. In particular, the seamless incorporation of tape storage into database systems would be of great value. Tape storage is two orders of magnitude more efficie ...

# 12 Experiences with VI communication for database storage

Yuanyuan Zhou, Angelos Bilas, Suresh Jagannathan, Cezary Dubnicki, James F. Philbin, Kai Li May 2002 ACM SIGARCH Computer Architecture News, Volume 30 Issue 2

Full text available:



Additional Information: full citation, abstract, references, citings, index terms

This paper examines how VI-based interconnects can be used to improve I/O path performance between a database server and the storage subsystem. We design and implement a software layer, DSA, that is layered between the application and VI. DSA takes advantage of specific VI features and deals with many of its shortcomings. We provide and evaluate one kernel-level and two user-level implementations of DSA. These implementations trade transparency and generality for performance at different degrees ...

**Keywords**: Storage system, cluster-based storage, Database storage, storage area network, User-level Communication, Virtual Interface Architecture, processor overhead

# <sup>13</sup> Query evaluation techniques for large databases

Goetz Graefe

June 1993 ACM Computing Surveys (CSUR), Volume 25 Issue 2

Full text available: pdf(9.37 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

Database management systems will continue to manage large data volumes. Thus, efficient algorithms for accessing and manipulating large sets and sequences will be required to provide acceptable performance. The advent of object-oriented and extensible database systems will not solve this problem. On the contrary, modern data models exacerbate the problem: In order to manipulate large sets of complex objects as efficiently as today's database systems manipulate simple records, query-processi ...

**Keywords**: complex query evaluation plans, dynamic query evaluation plans, extensible database systems, iterators, object-oriented database systems, operator model of parallelization, parallel algorithms, relational database systems, set-matching algorithms, sort-hash duality

14 Storage: FAB: building distributed enterprise disk arrays from commodity components Yasushi Saito, Svend Frølund, Alistair Veitch, Arif Merchant, Susan Spence October 2004 Proceedings of the 11th international conference on Architectural support

October 2004 Proceedings of the 11th international conference on Architectural support for programming languages and operating systems

Full text available: pdf(671.67 KB)

Additional Information: full citation, abstract, references, index terms

This paper describes the design, implementation, and evaluation of a Federated Array of Bricks (FAB), a distributed disk array that provides the reliability of traditional enterprise arrays with lower cost and better scalability. FAB is built from a collection of *bricks*, small storage appliances containing commodity disks, CPU, NVRAM, and network interface cards. FAB deploys a new majority-voting-based algorithm to replicate or erasure-code logical blocks across bricks and a reconfigurati ...

Keywords: consensus, disk array, erasure coding, replication, storage, voting

Scheduling and resource allocation: Samsara: honor among thieves in peer-to-peer storage

Landon P. Cox, Brian D. Noble

October 2003 Proceedings of the nineteenth ACM symposium on Operating systems

Additional Information: full citation, abstract, references, citings, index terms

Peer-to-peer storage systems assume that their users consume resources in proportion to their contribution. Unfortunately, users are unlikely to do this without some enforcement mechanism. Prior solutions to this problem require centralized infrastructure, constraints on data placement, or ongoing administrative costs. All of these run counter to the design philosophy of peer-to-peer systems. Samsara enforces fairness in peer-to-peer storage systems without requiring trusted third parties, ...

Keywords: distributed accounting, peer-to-peer storage systems

#### 16 Storage systems for national information assets

R. A. Coyne, H. Hulen, R. Watson

December 1992 Proceedings of the 1992 ACM/IEEE conference on Supercomputing

Full text available: pdf(725,87 KB)

Additional Information: full citation, references, citings, index terms

#### 17 Distributed operating systems

Andrew S. Tanenbaum, Robbert Van Renesse

December 1985 ACM Computing Surveys (CSUR), Volume 17 Issue 4

Full text available: pdf(5.49 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

Distributed operating systems have many aspects in common with centralized ones, but they also differ in certain ways. This paper is intended as an introduction to distributed operating systems, and especially to current university research about them. After a discussion of what constitutes a distributed operating system and how it is distinguished from a computer network, various key design issues are discussed. Then several examples of current research projects are examined in some detail ...

# <sup>18</sup> Performance evaluation of a parallel I/O architecture

Sandra Johnson Baylor, Caroline Benveniste, Yarsun Hsu

July 1995 Proceedings of the 9th international conference on Supercomputing

Full text available: pdf(845.12 KB)

Additional Information: full citation, references, citings, index terms

19 External memory algorithms and data structures: dealing with

# massive data

Jeffrey Scott Vitter

June 2001 ACM Computing Surveys (CSUR), Volume 33 Issue 2

Full text available: pdf(828,46 KB)

Additional Information: full citation, abstract, references, citings, index terms

Data sets in large applications are often too massive to fit completely inside the computers internal memory. The resulting input/output communication (or I/O) between fast internal memory and slower external memory (such as disks) can be a major performance bottleneck. In this article we survey the state of the art in the design and analysis of external memory (or EM) algorithms and data structures, where the goal is to exploit locality in order to reduce the I/O costs. We consider a varie ...

**Keywords**: B-tree, I/O, batched, block, disk, dynamic, extendible hashing, external memory, hierarchical memory, multidimensional access methods, multilevel memory, online, out-of-core, secondary storage, sorting

# <sup>20</sup> Serverless network file systems

Thomas E. Anderson, Michael D. Dahlin, Jeanna M. Neefe, David A. Patterson, Drew S. Roselli, Randolph Y. Wang

February 1996 ACM Transactions on Computer Systems (TOCS), Volume 14 Issue 1

Full text available: pdf(2.69 MB)

Additional Information: full citation, abstract, references, citings, index terms

We propose a new paradigm for network file system design: serverless network file systems. While traditional network file systems rely on a central server machine, a serverless system utilizes workstations cooperating as peers to provide all file system services. Any machine in the system can store, cache, or control any block of data. Our approach uses this location independence, in combination with fast local area networks, to provide better performance and scalability th ...

Keywords: RAID, log cleaning, log structured, log-based striping, logging, redundant data storage, scalable performance

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Relevance scale

<sup>41</sup> Random I/O scheduling in online tertiary storage systems

Bruce K. Hillyer, Avi Silberschatz

ACM SIGMOD Record, Proceedings of the 1996 ACM SIGMOD international conference on Management of data, Volume 25 Issue 2

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42 Experiences with VI communication for database storage

Yuanyuan Zhou, Angelos Bilas, Suresh Jagannathan, Cezary Dubnicki, James F. Philbin, Kai Li ACM SIGARCH Computer Architecture News, Volume 30 Issue 2

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Additional Information: full citation, abstract, references, citings, index terms

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44 The high performance storage system

R. A. Coyne, H. Hulen, R. Watson

December 1993 Proceedings of the 1993 ACM/IEEE conference on Supercomputing

Full text available:

Additional Information:



# 45 Scheduling and resource allocation: Samsara: honor among thieves in peer-to-peer storage

Landon P. Cox, Brian D. Noble

October 2003 Proceedings of the nineteenth ACM symposium on Operating systems principles

Full text available: pdf(290,28 KB)

Additional Information: full citation, abstract, references, citings, index terms

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Keywords: distributed accounting, peer-to-peer storage systems

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December 1985 ACM Computing Surveys (CSUR), Volume 17 Issue 4

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Full text available: pdf(725.87 KB)

Additional Information: full citation, references, citings, index terms

# Performance evaluation of a parallel I/O architecture

Sandra Johnson Baylor, Caroline Benveniste, Yarsun Hsu

July 1995 Proceedings of the 9th international conference on Supercomputing

Full text available: pdf(845.12 KB)

Additional Information: full citation, references, citings, index terms

#### 49 External memory algorithms and data structures: dealing with

# massive data

Jeffrey Scott Vitter

June 2001 ACM Computing Surveys (CSUR), Volume 33 Issue 2

Full text available: pdf(828.46 KB)

Additional Information: full citation, abstract, references, citings, index terms

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Keywords: B-tree, I/O, batched, block, disk, dynamic, extendible hashing, external memory, hierarchical memory, multidimensional access methods, multilevel memory, online, out-of-core, secondary storage, sorting

# <sup>50</sup> Multi-dimensional storage virtualization

Lan Huang, Gang Peng, Tzi-cker Chiueh

ACM SIGMETRICS Performance Evaluation Review , Proceedings of the joint June 2004 international conference on Measurement and modeling of computer systems, Volume 32 Issue 1



Full text available: pdf(264.87 KB)

Most state-of-the-art commercial storage virtualization systems focus only on one particular storage attribute, capacity. This paper describes the design, implementation and evaluation of a *multi-dimensional storage virtualization* system called Stonehenge, which is able to virtualize a cluster-based physical storage system along multiple dimensions, including bandwidth, capacity, and latency. As a result, Stonehenge is able to multiplex multiple virtual disks, each with a distinct bandwid ...

Keywords: quality of service, storage virtualization

<sup>51</sup> Input/Output: PB-LRU: a self-tuning power aware storage cache replacement algorithm



for conserving disk energy

Qingbo Zhu, Asim Shankar, Yuanyuan Zhou

Proceedings of the 18th annual international conference on Supercomputing

Full text available: pdf(183.08 KB)

Additional Information: full citation, abstract, references, citings, index terms

Energy consumption is an important concern at data centers, where storage systems consume a significant fraction of the total energy. A recent study proposed power-aware storage cache management to provide more opportunities for the underlying disk power management scheme to save energy. However, the on-line algorithm proposed in that study requires cumbersome parameter tuning for each workload and is therefore difficult to apply to real systems. This paper presents a new power-aware on-line algo ...

Keywords: cache management, disk storage, power management

52 RAID: high-performance, reliable secondary storage

Peter M. Chen, Edward K. Lee, Garth A. Gibson, Randy H. Katz, David A. Patterson June 1994 ACM Computing Surveys (CSUR), Volume 26 Issue 2

Full text available: pdf(3.60 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

Disk arrays were proposed in the 1980s as a way to use parallelism between multiple disks to improve aggregate I/O performance. Today they appear in the product lines of most major computer manufacturers. This article gives a comprehensive overview of disk arrays and provides a framework in which to organize current and future work. First, the article introduces disk technology and reviews the driving forces that have popularized disk arrays: performance and reliability. It discusses the tw ...

Keywords: RAID, disk array, parallel I/O, redundancy, storage, striping

Minerva: An automated resource provisioning tool for large-scale storage systems Guillermo A. Alvarez, Elizabeth Borowsky, Susie Go, Theodore H. Romer, Ralph Becker-Szendy, Richard Golding, Arif Merchant, Mirjana Spasojevic, Alistair Veitch, John Wilkes November 2001 ACM Transactions on Computer Systems (TOCS), Volume 19 Issue 4

Full text available: pdf(701,98 KB)

Additional Information: full citation, abstract, references, index terms

Enterprise-scale storage systems, which can contain hundreds of host computers and storage devices and up to tens of thousands of disks and logical volumes, are difficult to design. The volume of choices that need to be made is massive, and many choices have unforeseen interactions. Storage system design is tedious and complicated to do by hand, usually leading to solutions that are grossly over-provisioned, substantially underperforming or, in the worst case, both.To solve the configuration ni ...

Keywords: Disk array, RAID, automatic design

54 Performance of B± tree concurrency control algorithms

V. Srinivasan, Michael J. Carey

October 1993 The VLDB Journal — The International Journal on Very Large Data Bases,

Volume 2 Issue 4

Full text available: pdf(2.67 MB)

Additional Information: full citation, abstract, references, citings

A number of algorithms have been proposed to access B\*-trees concurrently, but they are not well understood. In this article, we study the performance of various B\*-tree concurrency control algorithms using a detailed simulation model of B\*-tree operations in a centralized DBMS. Our study covers a wide range of data contention situations and resource conditions. In addition, based on the performance of the set of B\*-tree concurrency control algorithms, ...

Keywords: B+-tree structures, data contention, lock modes, performance, resource

# 55 Distributed file systems: concepts and examples

Eliezer Levy, Abraham Silberschatz

December 1990 ACM Computing Surveys (CSUR), Volume 22 Issue 4

Full text available: pdf(5.33 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

The purpose of a distributed file system (DFS) is to allow users of physically distributed computers to share data and storage resources by using a common file system. A typical configuration for a DFS is a collection of workstations and mainframes connected by a local area network (LAN). A DFS is implemented as part of the operating system of each of the connected computers. This paper establishes a viewpoint that emphasizes the dispersed structure and decentralization of both data and con ...

# 56 Session summaries from the 17th symposium on operating systems principle (SOSP'99)

Jay Lepreau, Eric Eide

April 2000 ACM SIGOPS Operating Systems Review, Volume 34 Issue 2

Full text available: pdf(3.15 MB)

Additional Information: full citation, index terms

### <sup>57</sup> The TickerTAIP parallel RAID architecture

Pei Cao, Swee Boon Lim, Shivakumar Venkataraman, John Wilkes

May 1993 ACM SIGARCH Computer Architecture News, Proceedings of the 20th

annual international symposium on Computer architecture, Volume 21 Issue 2

Full text available: pdf(1.19 MB)

Additional Information: full citation, abstract, references, citings, index terms

Traditional disk arrays have a centralized architecture, with a single controller through which all requests flow. Such a controller is a single point of failure, and its performance limits the maximum size that the array can grow to. We describe here TickerTAIP, a parallel architecture for disk arrays that distributed the controller functions across several loosely-coupled processors. The result is better scalability, fault tolerance, and flexibility. This paper presents the Tic ...

# 58 The TickerTAIP parallel RAID architecture

Pei Cao, Swee Boon Lin, Shivakumar Venkataraman, John Wilkes August 1994 ACM Transactions on Computer Systems (TOCS), Volume 12 Issue 3

Full text available: pdf(2.04 MB)

Additional Information: full citation, abstract, references, citings, index terms

Traditional disk arrays have a centralized architecture, with a single controller through which all requests flow. Such a controller is a single point of failure, and its performance limits the maximum number of disks to which the array can scale. We describe TickerTAIP, a parallel architecture for disk arrays that distributes the controller functions across several loosely coupled processors. The result is better scalability, fault tolerance, and flexibility. This article present ...

**Keywords**: RAID disk array, decentralized parity calculation, disk scheduling, distributed controller, fault tolerance, parallel controller, performance simulation

# <sup>59</sup> Data pipelines: enabling large scale multi-protocol data transfers

Tevfik Kosar, George Kola, Miron Livny

October 2004 Proceedings of the 2nd workshop on Middleware for grid computing

Full text available: pdf(345.06 KB)

Additional Information: full citation, abstract, references, index terms

Collaborating users need to move terabytes of data among their sites, often involving multiple protocols. This process is very fragile and involves considerable human involvement to deal with failures. In this work, we propose data pipelines, an automated system for transferring data among collaborating sites. It speaks multiple protocols, has sophisticated flow control and recovers automatically from network, storage system, software and hardware failures. We successfully used data pipelines ...

**Keywords**: bulk data transfers, data pipelines, distributed systems, fault-tolerance, grid, mass storage systems, replication

# <sup>60</sup> Prefetching in segmented disk cache for multi-disk systems

Valery Soloviev

May 1996 Proceedings of the fourth workshop on I/O in parallel and distributed systems: part of the federated computing research conference

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Relevance scale

61 Data partitioning and load balancing in parallel disk systems

Peter Scheuermann, Gerhard Weikum, Peter Zabback

February 1998 The VLDB Journal - The International Journal on Very Large Data Bases, Volume 7 Issue 1

Full text available: pdf(310.27 KB)

Additional Information: full citation, abstract, index terms

Parallel disk systems provide opportunities for exploiting I/O parallelism in two possible ways, namely via inter-request and intra-request parallelism. In this paper, we discuss the main issues in performance tuning of such systems, namely striping and load balancing, and show their relationship to response time and throughput. We outline the main components of an intelligent, self-reliant file system that aims to optimize striping by taking into account the requirements of the applications, an ...

Keywords: Data allocation, Disk cooling, File striping, Load balancing, Parallel disk systems, Performance tuning

62 High-performance sorting on networks of workstations

Andrea C. Arpaci-Dusseau, Remzi H. Arpaci-Dusseau, David E. Culler, Joseph M. Hellerstein, David A. Patterson

ACM SIGMOD Record, Proceedings of the 1997 ACM SIGMOD international conference on Management of data, Volume 26 Issue 2

Full text available: pdf(1.53 MB)

Additional Information: full citation, abstract, references, citings, index terms

We report the performance of NOW-Sort, a collection of sorting implementations on a Network of Workstations (NOW). We find that parallel sorting on a NOW is competitive to sorting on the large-scale SMPs that have traditionally held the performance records. On a 64-node cluster, we sort 6.0 GB in just under one minute, while a 32-node cluster finishes the Datamation benchmark in 2.41 seconds. Our implementations can be applied to a variety of disk, memory, and processor configura ...

63 Session 3: Scalability and resource usage of an OLAP benchmark on clusters of PCs Michela Taufer, Thomas Stricker, Roger Weber

August 2002 Proceedings of the fourteenth annual ACM symposium on Parallel algorithms and architectures

Full text available: pdf(219.90 KB)

Additional Information: full citation, abstract, references, index terms

Designing clusters of PCs for distributed databases processing OLAP(On Line Analytical Processing) workloads in parallel with good scalability remains a particular challenge as we are lacking a deep understanding of the architectural issues around resource usage by standard DBMSs on distributed platforms. To address this problem, we present a novel performance monitoring framework for filtering and abstracting samples of performance data from low level counters into a high level performance pictu ...

Keywords: cluster of PCs, distributed OLAP processing, parallel databases, performance analysis, workload characterization

File and storage systems: The Google file system Sanjay Ghemawat, Howard Gobioff, Shun-Tak Leung

October 2003 Proceedings of the nineteenth ACM symposium on Operating systems principles

Full text available: pdf(275.54 KB)

Additional Information: full citation, references, index terms

65	The Vesta parallel file system  Peter F. Corbett, Dror G. Feitelson  August 1996 ACM Transactions on Computer Systems (TOCS), Volume 14 Issue 3	
	Full text available: Additional Information: full citation, abstract, references, citings, index terms, review	
	The Vesta parallel file system is designed to provide parallel file access to application programs running on multicomputers with parallel I/O subsystems. Vesta uses a new abstraction of files: a file is not a sequence of bytes, but rather it can be partitioned into multiple disjoint sequences that are accessed in parallel. The partitioning—which can also be changed dynamically—reduces the need for synchronization and coordination during the access. Some control over the layout	
	Keywords: data partitioning, parallel computing, parallel file system	
66	Scheduling optimization for resource-intensive Web requests on server clusters  Huican Zhu, Ben Smith, Tao Yang  June 1999 Proceedings of the eleventh annual ACM symposium on Parallel algorithms and architectures  Full text available: pdf(1.19 MB) Additional Information: full citation, references, citings, index terms	
67	A formal model for reasoning about adaptive QoS-enabled middleware  Nalini Venkatasubramanian, Carolyn Talcott, Gul A. Agha  January 2004 ACM Transactions on Software Engineering and Methodology (TOSEM),  Volume 13 Issue 1	
	Full text available: pdf(1.42 MB)  Additional Information: full citation, abstract, references, index terms	
	Systems that provide distributed multimedia services are subject to constant evolution; customizable middleware is required to effectively manage this change. Middleware services for resource management execute concurrently with each other, and with application activities, and can, therefore, potentially interfere with each other. To ensure cost-effective QoS in distributed multimedia systems, safe composability of resource management services is essential. In this article, we present a meta-arc	;
	<b>Keywords</b> : Middleware services, actors, meta-object models, multimedia, quality-of-service, reflection, theoretical foundations	
68	Rakesh Barve, Phillip B. Gibbons, Bruce K. Hillyer, Yossi Matias, Elizabeth Shriver, Jeffrey Scott Vitter May 1999  Proceedings of the sixth workshop on I/O in parallel and distributed systems  Full text available: pdf(774.40 KB)  Additional Information: full citation, references, citings, index terms	
69	Tunable randomization for load management in shared-disk clusters  Changxun Wu, Randal Burns  Persenter 2004 ACM Transportions on Storage (TOS) Values 4 Years 1	
	December 2004 ACM Transactions on Storage (TOS), Volume 1 Issue 1  Full text available: pdf(551.85 KB)  Additional Information: full citation, abstract, references, index terms	
	We develop and evaluate a system for load management in shared-disk file systems built on clusters of heterogeneous computers. It balances workload by moving file sets among cluster server nodes. It responds to changing server resources that arise from failure and recovery, and dynamically adding or removing servers. It also realizes performance consistencynearly uniform performance across all servers. The system is adaptive and self-tuning. It operates without any <i>a priori</i> knowledge o	
	<b>Keywords</b> : Load management, computer clusters, heterogeneity, shared-disk file systems	

November 1997 Proceedings of the 1997 ACM/IEEE conference on Supercomputing

High-speed distributed data handling for on-line instrumentation systems
William E. Johnston, William Greiman, Gary Hoo, Jason Lee, Brian Tierney, Craig Tull, Douglas

Full text available: pdf(438.36 KB)

Additional Information: full citation, abstract, references

The advent (and promise) of shared, widely available, high-speed networks provides the potential for new approaches to the collection, organization, storage, and analysis of high-speed and high-volume data streams from high data-rate, on-line instruments. We have worked in this area for several years, have identified and addressed a variety of problems associated with this scenario, and have evolved an architecture, implementations, and a monitoring methodology that have been successful in addre ...

# 71 File servers for network-based distributed systems

Liba Svobodova

December 1984 ACM Computing Surveys (CSUR), Volume 16 Issue 4

Full text available: pdf(4.23 MB)

Additional Information: full citation, references, citings, index terms, review

# 72 Oracle media server: providing consumer based interactive access to multimedia data

Andrew Laursen, Jeffrey Olkin, Mark Porter
May 1994 ACM SIGMOD Record, Proceedings of the 1994 ACM SIGMOD international
conference on Management of data, Volume 23 Issue 2

Full text available: pdf(1,05 MB)

Additional Information: full citation, abstract, citings, index terms

Currently, most data accessed on large servers is structured data stored in traditional databases. Networks are LAN based and clients range from simple terminals to powerful workstations. The user is corporate and the application developer is an MIS professional. With the introduction of broadband communications to the home and better than 100-to-1 compression techniques, a new form of network-based computing is emerging. Structured data is still important, but the bulk of data b ...

# 73 A cost-effective, high-bandwidth storage architecture

Garth A. Gibson, David F. Nagle, Khalil Amiri, Jeff Butler, Fay W. Chang, Howard Gobioff, Charles Hardin, Erik Riedel, David Rochberg, Jim Zelenka

October 1998 Proceedings of the eighth international conference on Architectural support for programming languages and operating systems, Volume 32, 33 Issue 5, 11

Full text available: pdf(1.67 MB)

Additional Information: full citation, abstract, references, citings, index terms

This paper describes the Network-Attached Secure Disk (NASD) storage architecture, prototype implementations of NASD drives, array management for our architecture, and three, filesystems built on our prototype. NASD provides scalable storage bandwidth without the cost of servers used primarily, for transferring data from peripheral networks (e.g. SCSI) to client networks (e.g. ethernet). Increasing datuset sizes, new attachment technologies, the convergence of peripheral and interprocessor switc ...

# Turning the postal system into a generic digital communication mechanism Randolph Y. Wang, Sumeet Sobti, Nitin Garg, Elisha Ziskind, Junwen Lai, Arvind Krishnamurthy August 2004 ACM SIGCOMM Computer Communication Review, Proceedings of the 2004 conference on Applications, technologies, architectures, and protocols for computer communications, Volume 34 Issue 4

Full text available: pdf(331.29 KB)

Additional Information: full citation, abstract, references, index terms

The phenomenon that rural residents and people with low incomes lag behind in Internet access is known as the "digital divide." This problem is particularly acute in developing countries, where most of the world's population lives. Bridging this digital divide, especially by attempting to increase the accessibility of broadband connectivity, can be challenging. The improvement of wide-area connectivity is constrained by factors such as how quickly we can dig ditches to bury fibers in the ground; ...

Keywords: network architecture, postal network, storage devices

#### 75 Implementing cooperative prefetching and caching in a globally-managed memory system

Geoffrey M. Voelker, Eric J. Anderson, Tracy Kimbrel, Michael J. Feeley, Jeffrey S. Chase, Anna R. Karlin, Henry M. Levy

ACM SIGMETRICS Performance Evaluation Review, Proceedings of the 1998 ACM SIGMETRICS joint international conference on Measurement and modeling of computer systems, Volume 26 Issue 1

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This paper presents cooperative prefetching and caching --- the use of network-wide global resources (memories, CPUs, and disks) to support prefetching and caching in the presence

of hints of future demands. Cooperative prefetching and caching effectively unites disk-

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	The distributed file system component of the DOMAIN system is described. The DOMAIN system is an architecture for networks of personal workstations and servers which creates an integrated distributed computing environment. The distinctive features of the file system include: objects addressed by unique identifiers (UIDs); transparent access to objects, regardless of their location in the network; the abstraction of a single level store for accessing all objects; and the layering of a networ	
77	PARADISE: an advanced featured parallel file system	
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	This paper describes the design and implementation of the Harp file system. Harp is a replicated Unix file system accessible via the VFS interface. It provides highly available and reliable storage for files and guarantees that file operations are executed atomically in spite of concurrency and failures. It uses a novel variation of the primary copy replication technique that provides good performance because it allows us to trade disk accesses for network communication. Harp is intended to be u	
79	Direct transitive closure algorithms: design and performance evaluation	
	Rakesh Agrawal, Shaul Dar, H. V. Jagadish September 1990 ACM Transportions on Patabase Systems (TOPS). Volume 15 January	

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We present new algorithms for computing transitive closure of large database relations. Unlike iterative algorithms, such as the seminaive and logarithmic algorithms, the termination of our algorithms does not depend on the length of paths in the underlying graph (hence the name direct algorithms). Besides reachability computations, the proposed algorithms can also be used for solving path problems. We discuss issues related to the efficient implementation of these algorith ...

Keywords: deductive databases, query processing, transitive closure

# <sup>80</sup> Multicast Video-on-Demand services

Huadong Ma, Kang G. Shin

January 2002 ACM SIGCOMM Computer Communication Review, Volume 32 Issue 1

Full text available: pdf(1.28 MB)

Additional Information: full citation, abstract, references, citings, index terms

The server's storage I/O and network I/O bandwidths are the main bottleneck of VoD service. Multicast offers an efficient means of distributing a video program to multiple clients, thus greatly improving the VoD performance. However, there are many problems to overcome before development of multicast VoD systems. This paper critically evaluates and discusses the recent progress in developing multicast VoD systems. We first present the concept and architecture of multicast VoD, and then introduce ...

Keywords: Quality-of-Service (QoS), VCR-like interactivity, Video-on-Demand (VoD), multicast, scheduling

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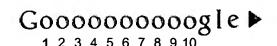
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